

# Zeeshan Ahmed

Kingston, London (Open to relocate)

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## Profile

Proactive MSc Game Programming student at Kingston University with a strong foundation in C/C++ programming, object-oriented design, and tools development. Experienced in optimizing workflows and enhancing functionality within game engines, with a passion for creating efficient, developer-focused tools and improving real-time performance. Actively seeking a game programming position to apply my technical expertise, contribute to high-quality development pipelines, and continue learning and advancing in the field.

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## Skills

**Languages:** C# | C/C++ | Python | Java | Shell Scripting | SQL | HTML | CSS | Java script | Mongo DB.

**Applications:** Unity | Unreal Engine | Anaconda | Jupyter | Blender | Dockers | Adobe Illustrator | Adobe PS | Azure | Linux | Jira | Notion | GitHub.

**Areas of Interest:** Engine Architecture | Real-Time Rendering | Physics Simulation | Performance Optimization | Tools Development | Memory Management | Server-Client Architecture | Latency Optimization | Cross-Platform Builds | Controller APIs | Neural Networks | Adaptive AI | PS5 Development

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## Professional Experience

*Lead Game Developer, GDSC-FAST, Pakistan*

*Oct 2023 – May 2024*

- Led a 10+ member development team in designing and delivering interactive Unity projects, mentoring peers in C#, object-oriented programming, and real-time system design.
- Organized 3+ game dev workshops and hackathons, introducing students to engine workflows, optimization techniques, and collaborative development pipelines.
- Oversaw project lifecycles from concept to prototype, strengthening team coordination, debugging practices, and technical problem-solving applicable to professional game development environments.

*Game Development Apprentice, Mindstorm Studios, Pakistan*

*Nov 2022 – Oct 2023*

- Collaborated with senior developers to enhance mobile titles through gameplay balancing, bug fixes, and UX improvements.
- Optimized asset pipelines and performance to ensure smooth gameplay on various devices.
- Supported new feature implementation across design and art teams, gaining professional experience in production workflows and agile collaboration.

## **Education**

*MSc Game Programming, Kingston University* Sep 2025 – Aug 2026

*BSc Software Engineering, NUCES-FAST* Aug 2020 – Sep 2024

- Developed a strong foundation in software development, algorithms, database management, and professional practices in IT, with coursework emphasizing Agile Software Project Management and DevOps principles.
  - Conducted dissertation research on a custom Sketch-to-3D reconstruction pipeline, utilizing Generative Adversarial Networks (GANs) and depth-aware models to explore advancements in computer vision and 3D representation.
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## **Projects**

*Sudo Fighter* Nov 2025

- Developed an adaptive AI opponent using Reinforcement learning algorithms to dynamically analyze player behavior and evolve combat strategies in real time.
- Implemented PS5 Dual-Sense controller haptic feedback for tactile responses during attacks and collisions, enhancing player immersion and interaction.

*Strike Force Arena* Dec 2024

- Engineered a multiplayer framework using Photon Unity Networking (PUN), enabling custom room creation, matchmaking, and synchronized real-time player interactions.
  - Designed robust systems for player respawn, scoring, and competitive lobby management, ensuring seamless gameplay flow and fair match progression.
  - Integrated efficient network event handling and state synchronization to maintain stability, reduce latency, and support smooth online multiplayer sessions.
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## **Interests & Extra-curricular**

- Head of UI/UX Competition, PROCOM 2024
  - Microsoft Power Platform Hackathon Runner – UP, MAZIK GLOBAL 2023
  - Assistant Director of Development & Technology, ACM-NUCES 2023
  - Head of Debugging Competition, Developer's Day 2023
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## **Certifications**

- SCRUM Foundation Professional Certification (SFPC).
- Specialization SQL & DBMS Certification.